SELECT

MOUSE PUZZLE

START

START

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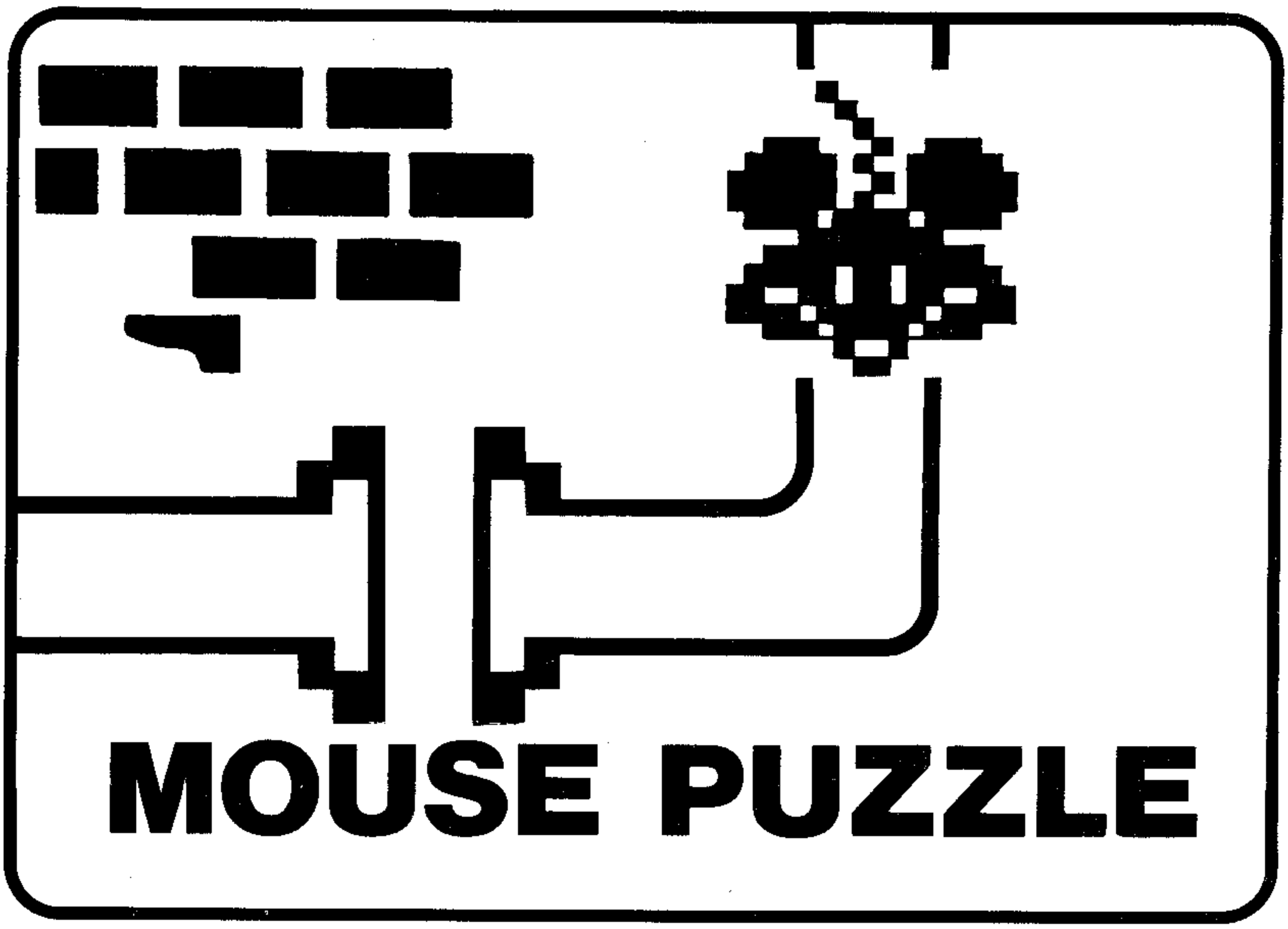
Home Entertainment & Personal Computing System



CARTRIDGE INSTRUCTIONS

VTECH

Good choice! You've picked one game that will give you and your whole family hours of fun and excitement.

CREATIVISION'S MOUSE PUZZLE

Only you can save a mouse
A poor little mouse is hungry and looking for food. He walks through pipes inside the wall, but he can't see too well. So you have to move the pipes around to help him go in the right direction. Otherwise he'll fall out the end of a pipe or maybe bonk right into a wall and that will be the end of him. Only you can help to keep him going.

Watch out for City Kitty
City Kitty is a nasty, sneaky, rotten cat. In some games he will sneak into the pipes and chase your mouse. Don't let him catch up because he is hungry too. And he only eats poor little mouse.

The Mouse Check
Before you can help the poor little mouse, you have to make sure that everything is ready to go. So follow this MOUSE CHECKLIST carefully.

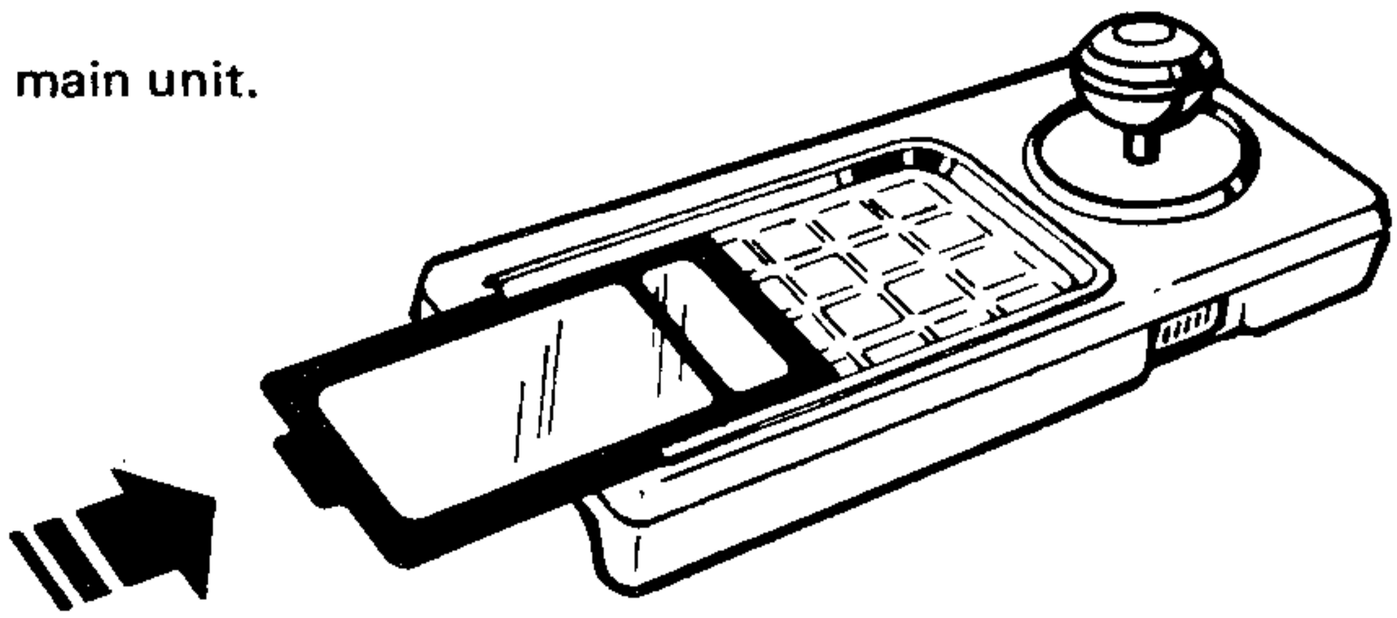
1) MAIN UNIT ANTENNA CABLE . . . CONNECTED TO TV . . . CHECK!
2) MAIN UNIT POWER CORD . . . PLUGGED IN . . . CHECK!
3) TV SET . . . PLUGGED IN . . . CHECK!
4) MAIN UNIT POWER SWITCH . . . OFF . . . CHECK!
5) MOUSE PUZZLE CARTRIDGE . . . INSERTED . . . CHECK!

Now your mouse is ready to go.

MOVE MAIN UNIT POWER SWITCH TO . . . ON position.

The wall and pipes should appear on your screen in the demonstration mode. If not, adjust the channel-tuning device on your TV until it does.

Mouse ready!
1) Insert one of the enclosed MOUSE GRIDS into each hand control as shown in diagram.
2) Press RESET button on main unit.



Mouse set!
Select MOUSE RUN #1-#8 by pressing SELECT button on hand control.

Mouse go!
Press the START button on your hand control. The Little Mouse will begin walk through the pipes. You can regonize him because he is all white. The City Kitty has an orange sweater on, so watch out for him.

How to save the mouse
Use the JOYSTICK on your hand control to move sections of the wall around, so the Little Mouse will have somewhere to go. Moving the JOYSTICK up, down, left or right will move sections of the wall in corresponding directions.

Only three Little Mouse
You only have three Little Mouse to help. Once the three have run into trouble, the game is over.

Time is your enemy
The Little Mouse is very hungry. If he cannot eat up all the food around the pipes in a certain time limit, he will starve. The time is displayed on the left bottom of your screen. Your Mouse must eat all the food by the time this count-down gets to zero, or else it's game over for you.

Mouse Tunnels
Tunnels go right off the screen in a number of places. If your Mouse goes into one of these tunnels, he will come out, unharmed, from the opposite tunnel. But be careful. City Kitty can use these tunnels too, in order to sneak up on you.

Choose your Mouse Run
To help your Little Mouse get to all the food, you can choose how fast or how slow they move, and how much danger is present by choosing from the 8 possible Mouse Runs.

MOUSE RUN ONE: (1 player) The Little Mouse move quickly, but there is no sneaky City Kitty to worry about.

MOUSE RUN TWO: (2 players) The Little Mouse move quickly, and you can compete with a friend without having to worry about sneak attacks from the nasty City Kitty.

MOUSE RUN THREE: (1 Player) The Little Mouse move quickly, and no-good City Kitty is on the prowl, looking for dinner.

MOUSE RUN FOUR: (2 Player) The Little Mouse move quickly, and you and your competitor must keep in mind that City Kitty is waiting, ready to take advantage of any mistakes.

MOUSE RUN FIVE: (1 Player) The Little Mouse now run twice as fast, but don't worry. City Kitty is asleep and never makes an appearance.

MOUSE RUN SIX: (2 Players) The Little Mouse travel at double-speed for both you and your competitor, but there's no City Kitty to worry about.

MOUSE RUN SEVEN: (1 Player) Both the Little Mouse and City Kitty travel at double speed here, so you have to be on your toes.

MOUSE RUN EIGHT: (2 Player) You and your partner will really have to keep your eyes open as the Little Mouse move at twice their ordinary speed and City Kitty sneaks around at double speed.

Scoring:

Food in vertical pipe . . . . . 50 points
Food in horizontal pipe . . . . . 80 points

Bonus points, as shown on countdown indicator, are awarded when all food is consumed.

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